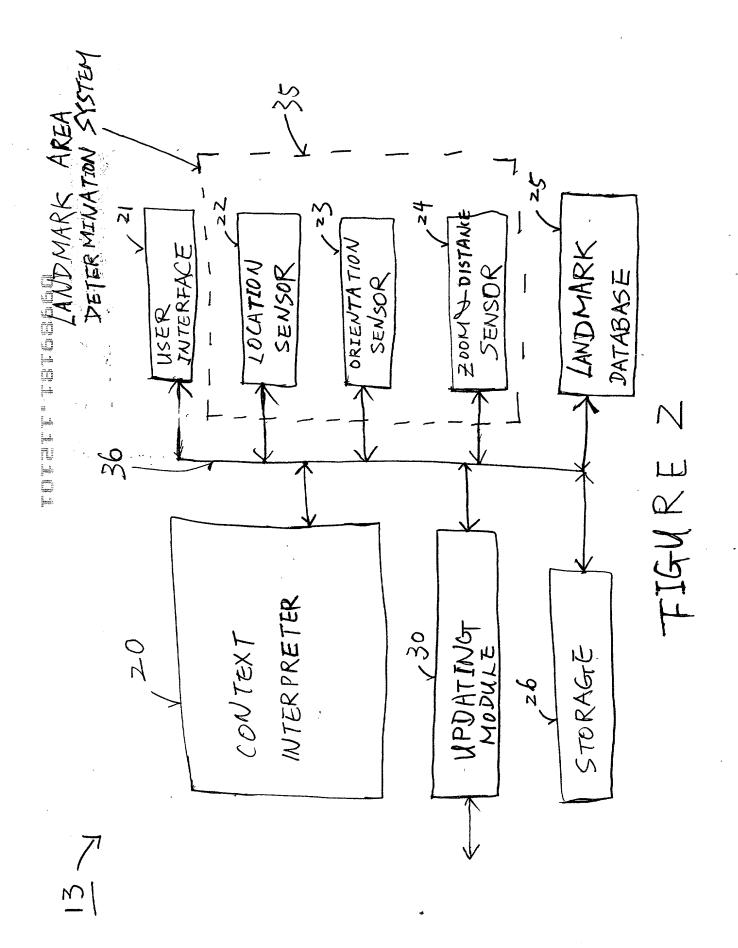


FIGURE 1



START 40
RECEIVE LOCATION & ORIENTATION INFORMATION OF THE IMAGE SENSOR
DETERMINE A VIEWINGT DIRECTION 42 BASED ON THE LOCATION & ORIENTATION INFORMATION
GENERATE A VIEWING CONE ALONG 73 THE VIEWING DIRECTION BASED ON ZOOM INFORMATION
ZOOPINIVITIES
V CALLED ON 144
SEGMENT THE CONE BASED ON 44
FOCUS INFORMATION TO DEFINE
THE GEOGRAPHICAL AREA FROM
WHICH THE IMAGE IS TAKEN
45
SEARCH THE LANDMARK DATABASE
FOR ALL LANDMARKS LOCATED INSIDE
THE DEFINED GLEOGRAPHICAL AREA
46
SELECT LARGEST & CLOSEST
LANDMARK TO THE VIEWER
AND CONTEXTUAL INFORMATION OF THAT LANDMARK
The state of the s

FIGURE 3A

A
COMPUTE DISTANCE FROM IMAGE
SENSOR TO THE SELECTED LANDMRK 47
DISTANCE AND RECORDED WALKING 48
DISTANCE AND RECORDED WALKING
SPEED OF THE VIEWER
CAUSE UPDATING MODULE TO OBTAIN 49
& PROVIDE REAL-TIME UPDATES OF
THE CONTEXTUAL INFORMATION
SEND THE UPDATED CONTEXTUAL INFORMATION 50
TO RENDERING MODULE
EXPAND THE SEGMENTED CONE IN ALL
DIRECTIONS AND SEARCH THE LANDMARK
DATABASE FOR ALL LANDMARKS WITHIN
THE EXPANDED ARER OUTSIDE THE SEGMENTED CONE
OBTAIN & SEND TO RENDERING MODULE /52
CONTEXTUAL INFORMATION OF ANY LARGEST
LANDMARK WITHIN THE EXPANDED AREA MD
CLOSEST TO AN EDGE OF THE SEGMENTED CONE
END 53

FIGURE 3B

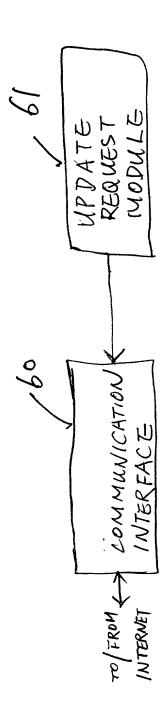
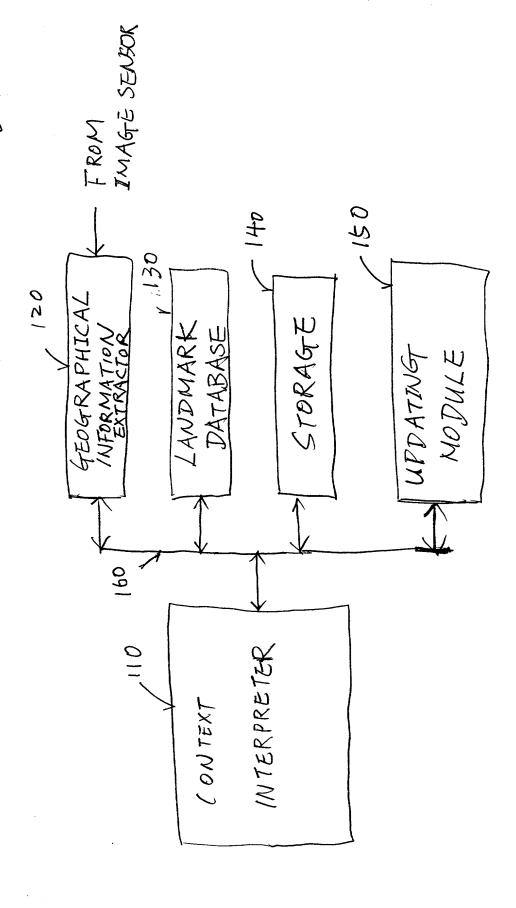


FIGURE 4



TIGURE S

8

2 400

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